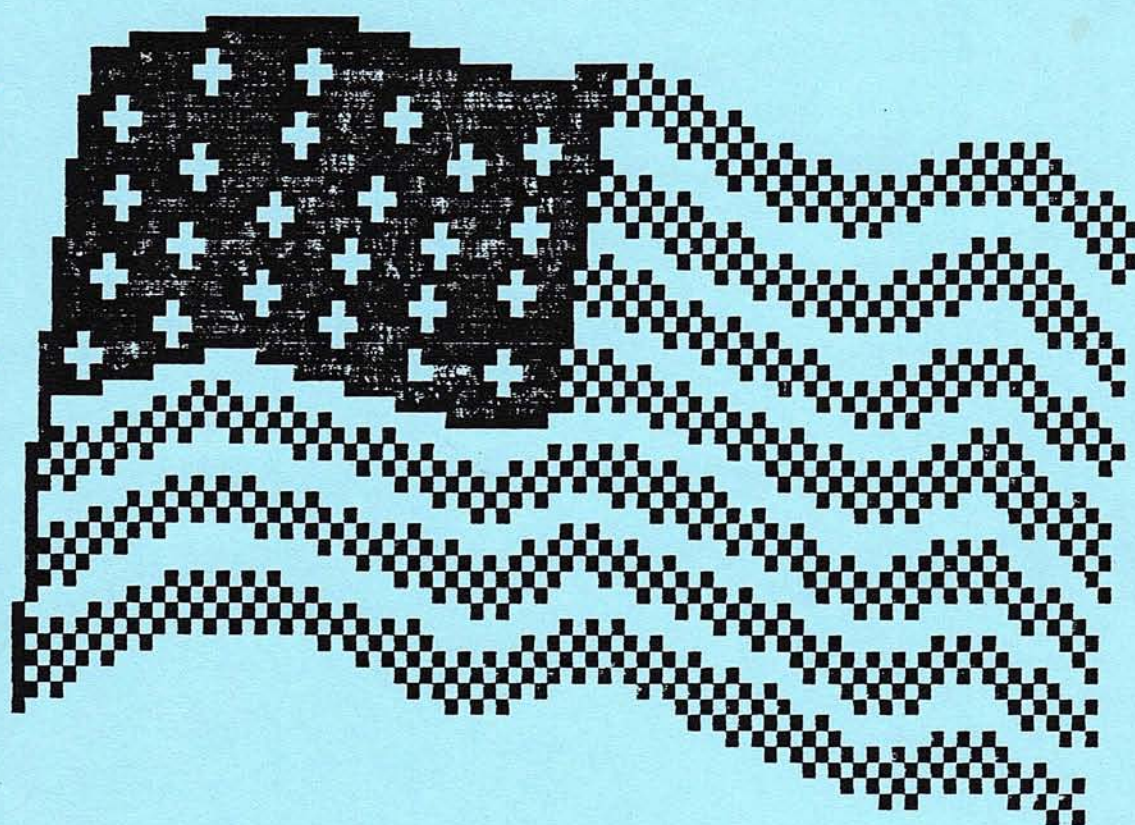


**KEEPING**



**P.A.C.E.**

**July**

**1987**

**\$2.50**



## NOTICE

Keeping PACE is the official publication of the Pittsburgh Atari Computer Enthusiasts. If you enjoy Keeping PACE and would like to receive it regularly you must do one of two things:

1) Become a dues paying member by filling out the form in back of this issue and by sending a check or money order to PACE at the address on the form in the amount of \$20.00 (per yr./family). Membership is open to individuals and families who are interested in using or programming Atari personal computers. Membership includes the subscription to this monthly newsletter, access to the club's disk library and to all club functions and discounts.

2) If you are an Atari User Group you will continue to receive Keeping PACE if we receive your newsletter on an exchange basis at the address on the form. Also we are interested in exchanging Disk Libraries of PUBLIC DOMAIN PROGRAMS.

### NEWSLETTER ARTICLES:

Please submit all articles on disk to any of the PACE Officers. Articles may also be uploaded directly to the Editor (412)-941-4107 or the P.A.C.E. Bulletin Board (412) 963-1355.

PACE accepts articles for publication in a variety of formats. Articles may be submitted anytime but will probably not make that month's newsletter if submitted less than two weeks before the regular meeting date. Text files on single sided ST disk and uploads to the PACE BBS are the preferred means of submission.

Due to limitations placed on the use of the meeting room, any retailer wishing to sell products at a P.A.C.E. meeting must register with the President or Vice President one month prior to the meeting. Stipulation for such sales will be explained and will be adhered to. PACE reserves the right to limit space to retailers and others at all meetings.

### NEWSLETTER STAFF:

Editor . . . . . Martha Dycus  
Co-Editor . . . . . John Satriano  
Asst. Editor . . . . . Drew Satriano  
Graphic Artist . . . . . Diane Molnar

### PROGRAM STAFF:

Program Director . . . . . Diane Molnar  
8-Bit Librarian . . . . . Wayne Sigmund  
16-Bit Librarian . . . . . Jerry Cobbs

## OFFICERS

President:	Lanny Shoup Lovl Road Baden, PA 15005 (412) 869-7813
8-Bit Vice Pres:	Dave Carey 102 Washington Ave. Evans City, PA 16033 (412) 538-3646
16-Bit Vice Pres:	Rick Gierl 2405 Springwood Dr. Glenshaw, PA 15116 (412) 486-9507
Treasurer:	Joyce Thompson 330 Rolling Hills Rd. Freedom, PA 15042 (412) 728-4756
Secretary:	Debbie Ayres 344 Church Street Bridgeville, PA 15017 (412) 221-1307
Editor:	Martha L. Dycus 341 Carmell Dr. Upper St. Clair, PA 15241 (412) 941-7834
8-Bit Librarian:	Wayne Sigmund 212 Woodland Ave. Glenshaw, PA 15116 (412) 486-2734
16-Bit Librarian:	Jerry Cobbs 233 Smokeywood Dr. Swissvale, PA 15218
Sysop:	John Babson 106 Berwick Drive Pittsburgh, PA 15215 (412) 963-6180
16-Bit At Large	John Satriano 969 Edna Street Bridgeville, PA 15017 (412) 221-8933
8-Bit At Large	William Covert 2621 Tilbury Ave. Pittsburgh, PA 15217 (412) 421-6008





## PRESIDENT'S REPORT

by Lanny Shoup

Another month has gone by and PACE has been busy. The way time is flying my term will be done in no time. It seems like I was just writing this last week instead of a month ago. Well...on to business.

We received for our raffle table a joy stick and ten DOS 3.0 disks. We also received a 1030 modem that we offered as a special raffle. Our thanks go to George Gillotti who won this raffle at the June 8 meeting and gave the modem back to PACE to raffle at the July 8-bit meeting. He already owns a modem and had no need for a second, but bought tickets to support PACE. It's this kind of PACE spirit that makes this club fun and makes me proud to be president. Let's show that old PACE spirit and come out to our meeting, where we will again raffle off the 1030 modem. You never know, you might be the winner. Remember...you have to be there and play to win.

This month we plan to bring the bulletin board to the meeting to show its operation. Bring your modems if you have questions on how to operate them so we can help you.

Last month's meeting was very lively. You members are bringing to the meetings the kind of enthusiasm that we like to see. I received many good reports about these meetings. I hope this means we are providing you the type of meeting you want. Those of you who have not been coming out to the meetings should make an effort to attend.

Don't forget the membership drive. Now is the time for you to profit and help PACE at the same

time. Our treasurer has a report on our drive, and thanks go to those members who have brought new members in.

The Chicago Atari Faire was cancelled due to the lack of money committed by vendors and the lack of support of at least one user group. These Faires are not the easiest to hold without unification of your group or groups.

### ATARI NEWS FROM CES AND AFTER.

Atari showed their game machines heavily at the show. They were showing the new 65xe game machine (a 65xe in disguise) packaged with several games.

Neil Harris answered some questions that were on many people's minds.

The new XEP-80 (80 column for eight-bit) and the SX212 modem will be available in July (we'll see).

The Mega ST 2 and ST 4 are on their way to Europe and are scheduled for North America also in July. The Atari PC is also due at the same time (they did have working models at the show).

The PC emulators for the ST, called PC-Ditto, should be released during the summer. A hardware emulator is still in the works.

The ST ROM chip will take a while to come out. They should give support to the blitter chip, fix some TOS problems, speed up character output and other unannounced advancements.

Atari announced a 2-for-1 stock split.

Commercials have been produced for the ST.

They are working on campaigns to support MIDI music and desktop publishing.

One of the things from Atari that I liked at the show was the XF551 drive that will replace the 1050. It's a double sided drive

that supports single, enhanced (1050) and true double density. It is styled to the XE line and is expected to be out around August.

The PACE Board is working on many things to help improve our meetings and improve PACE as a club.

Many members are on, or will be on summer vacation. I hope all of you members have a safe enjoyable summer. Until next month health and wealth to all.

Your Humble President,

Lanny



## SECRETARY'S REPORT

by Debbie Ayres

The June 8th meeting started at 7:07 by Lanny Shoup. Discussion began with a brief report on CES, and the Atari news. Among the new products discussed were the new Atari PC, a trackball replacement for the ST mouse, a new true DS/DD disk drive for the 8-bit computers using ADOS (available from Atari "in a month or so"), and a new game machine that is based on the 65XE/800XL. This new game machine will come bundled with a gun, keyboard, joystick, and flight simulator stick. The games will be cartridge based, but will not be compatible with existing XL/XE/400/800 cartridges. It is rumored that the new cartridges will be compatible with the 2600/5200 games.

The newsletter delivery was then discussed, and the consensus of opinion was that it was getting there on time.

A warning was given for White House Mail Order. Several members of the club have gotten very unsatisfactory service from this firm.



At 7:25 Dave Carey began with a mention of the raffle table, and the special raffle of a 1030 modem. Sandy Sikora then demonstrated the program BUZZWORD. This is a word scramble game. This is an excellent party game, and can be played either singly, or in teams, against the clock, or with unlimited time. It is from The Buzzword Game Co. of Colorado.

The BBS and 1030 Express! was discussed. John Babson passed a listing of all 8-bit and 16-bit programs that are available on the PACE BBS. When we tried to log on to the BBS using the Marriott's phone system however, we ran into some 'technical difficulties'. It was almost impossible to get through the switchboard of the hotel with an outside line, and use the modem to dial the board. Oh well, we will try again next month. Wayne Sigmund then did a Library disk demo, which included:

'Bootstuff' a boot menu

'Formatter' a program that will allow you to format a disk from basic without going back to DOS

'PIC ABC' a preschool learning program to develop letter recognition, and sound association of the letters of the alphabet

'Amphibian' a game.

Intermission was called at 8:19, and the meeting was resumed at 8:30.

The regular raffle was held, and the winner selected a high tech joystick. The special raffle for the 1030 modem was held and won by George Gillotti, who donated the modem back to the club to be raffled off again at the next meeting. A special thank-you to George!

Dave Carey then set up and ran an extraordinary demo. It was called Atari Oil well, and was imported

from England. It displayed the steps taken to drill, tap, pump, transport, separate, refine, and deliver oil. It was one program, and used the computer's memory rather than disk accessing to store the graphics. This is using Atari 8-bit graphics to the maximum!

After a short question and answer period, the meeting was adjourned at 9:25

Respectfully submitted;

Debbie Ayres

## JULY 13 AGENDA

Planetarium: demo by Joe Mikenivich.

Mail Order Monster: a game demonstrated by Joe Mikenivich's son

Library Demo or Video

Break

Raffles: One for merchandise from the raffle table, and one for the 1030 modem!

BBS Demo 'live!': Bring your modems and software again and we will guarantee no phone hassles this month!

Class: A beginning Basic Language class in a tutorial type format. Come and learn about programming your computer.

<<<<<<<>>>>>>>>>

## BOARD CHECK

By John Babson, Sysop

During the past month we have been making some revisions to the Bulletin Board (412-963-1355). We now have over 900 programs for the Atari 800/XL/XE computers on the BBS that take up nearly 7 Megabytes of storage on the hard disk. We have over 400 programs for the ST computers that take up about the same amount of storage space. No matter how much space we have on the Hard Disk we appear to be able to fill

it. Somewhere in this newsletter you will find two listings of the filenames of all of the files/programs we have currently available on the BBS. They are grouped by Sig under a folder name. The folder names for the various Sigs on the BBS are as follows:

### Atari 800/XL/XE

BBS Sig	Listing Folder	Description
2	UTIL8	Gen. 800/XL/XE
4	TURBO	Turbo Basic
5	GRAPH8	Graphics
6	GAMES8	Games
7	MUSIC8	Music
8	TERM8	Terminal/Modem Programs

### Atari 520/1040 ST

BBS Sig	Listing Folder	Description
3	UTIL16	Gen. 520/1040 ST
10	GRAPH16	Graphics
11	GAMES16	Games
12	MUSIC16	Music
13	GFA	GFA Basic

If you look at the listings in this newsletter under the folder name you will find an alphabetical listing of the files on the BBS in that Sig. For example, if you look on the listing of programs for the ST computers under the Folder "GAMES16" you will see a listing of the filenames for the games on the BBS. All of these games are located on the BBS on Sig 11. When you are on the BBS and press "C" on the File Transfer Menu and you have already selected Sig 11 you will get the same listing. This sounds much more complicated than it really is but hopefully this list will give you an idea of what is on the BBS and some guidance on how to find it so you can download it.

The list of programs available on the BBS is constantly changing as more members upload programs to us. We would like to maintain on the BBS the better public domain programs for both kinds of Atari Computers. If you see some programs that we have on the BBS that



Don't miss  
your  
chance!



## CERTIFICATE MAKER

Reviewed by John Hutchinson  
Reprinted from FLAGPOST  
May 1987

Certificate Maker is a clever program that enables you to create attractive, even humorous, personalized awards. Written in the same vein as Broderbund's Print Shop, Certificate Maker (CM) is extremely easy to use. CM comes on two single-sided disks with a well written manual in a sturdy plastic storage box. It provides more than 200 professionally designed, partially completed certificates. Most include very well done graphics, ranging from sports figures to imaginative, hilarious cartoon characters. Others are multi-purpose; they have no artwork and only a partial title like "Certificate of..."

The certificates provided are in both horizontal and vertical formats and print out on a full 8 - 1/2 x 11" sheet of paper. An impressive array of printer drivers is already built into CM. The print quality is very impressive, especially with heavy weight paper and a fresh ribbon. Printing time is slow but

Unlike the original Print Shop, CM does not provide an on-screen catalog of available graphics (certificates). You must enter the number of the certificate graphic you want to use. Only then (after a lot of disk access) will it give you a graphic representation of your chosen certificate. Obviously then, you must have the manual handy when creating a certificate.

All in all, Certificate Maker is a winner! Let's hope Springboard releases "Newsroom" for the ST also.

FLIGHT SIMULATOR II  
By Tom Marvin  
Reprinted from  
G.R.A.S.P. GAZETTE, MAY  
1987

figured a new twist. You can take off from different airports instead of typing in the coordinates. You are also placed in different situations under different conditions.

There are 13 situations on Disk 1, one is Central Park (not an airport, sure, but a nice place to visit on a Sunday afternoon...). Now take off.

Disk 3 has 11 things, among them "Sammamish" - (Where? A mystery airport, not on the charts.)

Disk 5 has 11 weird ones, one is fly under the Washington Bridge, hands off the controls. "Space

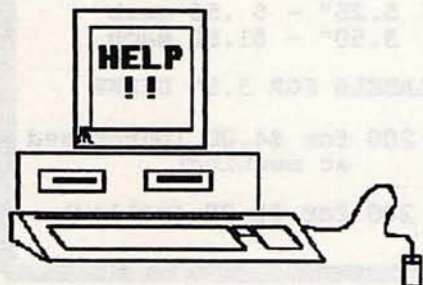


Here is what to do IMMEDIATELY. With all the power off, remove the 2 screws from the bottom of the modem and lift off the plastic case. Inspect the wires where they enter the modem. You will find 4 of the wires are not connected to anything. If these 4 wires have any bare metal showing, cut it off. Be



careful to keep the cut off pieces from falling into the modem. Next, tape the wires individually so it cannot possibly touch any other wires or parts in the modem. Put the modem back in its case, replace the screws, and you are done.

&lt;&lt;&lt;&lt;&lt;&lt;&gt;&gt;&gt;&gt;&gt;&gt;



If you need help or have questions about equipment or programming or whatever...send a letter to the editor with your questions and we will do our best to find answers for you. We have many knowledgeable members in P.A.C.E.

<<<<<<<>>>>>>>

ATARI PRESS RELEASE  
Reprinted from B.A.S.E.  
Bloomington Atari Systems  
Enthusiasts May 30, 1987

**ATARI ANNOUNCES AGGRESSIVE  
NEW MARKETING CAMPAIGN TO  
SUPPORT VIDEO GAMES AND  
PERSONAL COMPUTERS**

Atari has stepped up marketing efforts for its personal computers and video game systems, according to Jerry Brown, Atari Vice President and General Manager for U.S. Operations.

"Atari intends to remain the leader in video game systems and to increase its share of the U.S. personal computer market," Brown said. To do that, Atari has quadrupled the advertising and promotion budget for its personal computer and video game product lines. As part of its new multi-million dollar marketing program, the company has developed seven new commercials, introduced new in-store

display units, and designed new packaging for its video game systems.

Atari has developed three new commercials for its video game systems -- two for the new XE video game system and one for the 7800 video game system, said Mike Katz, Executive Vice President for Marketing and Entertainment Electronics.

The new commercials as well as existing commercials for the 2600 game system are scheduled to run on network television, spot television and nationally syndicated shows from September through December.

In addition, Atari will produce commercials to run on top-40 radio stations around the country from September through December, Katz added. During the same period, print advertisements for the XE and 7800 video game systems will also run in comic books. This is the first time that Atari has advertised in comic books, Katz noted.

Atari is also offering its video game dealers new in-store display units for demonstration of hardware and software. The new display units are either self-running or playable.

Atari has redesigned the packaging for its 7800 video game system and has created packaging for its new XE system. Its new packaging for the XE game system, which features full four-color graphics, has a "beauty" shot of the XE on the front panel, photos of the product in use on the sides, and visuals of screen shots on the back.

ATARI HAS ALSO SIGNIFICANTLY INCREASED ITS ADVERTISING BUDGET FOR THE ATARI ST LINE OF PERSONAL COMPUTERS, ACCORDING TO JERRY BROWN.

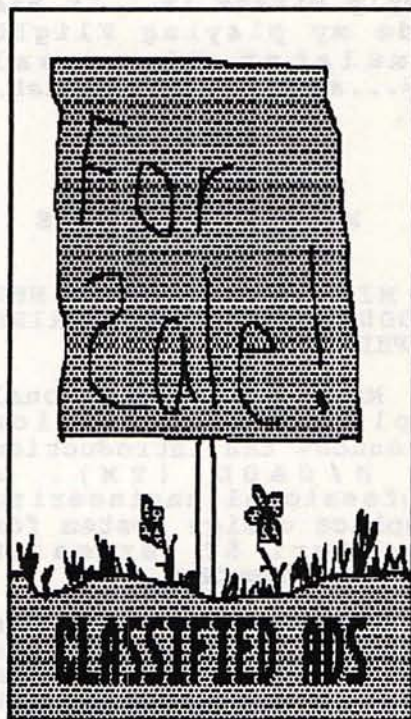
In its first television campaign for the popular ST line of personal computers, the company developed four commercials that are

scheduled to run on network television, spot television and nationally syndicated shows during the third and fourth quarters.

The commercials highlight Atari's motto of "power without the price" by comparing the power, speed, memory and price of the Atari 1040ST and 520ST with the comparable machines from IBM and Apple. The commercials were prepared by Messner, Vitare, Berger and Carey of New York City.

New print advertisements to support the television campaign for the ST line will run in consumer and computer magazines during the fourth quarter, Brown noted.

&lt;&lt;&lt;&lt;&lt;&lt;&lt;&lt;&gt;&gt;&gt;&gt;&gt;&gt;&gt;



WANTED!

Ads from our members.

Don't forget...our  
classified ads are free to  
members.

If you have anything to sell or if you are looking for something...place an ad in our newsletter.

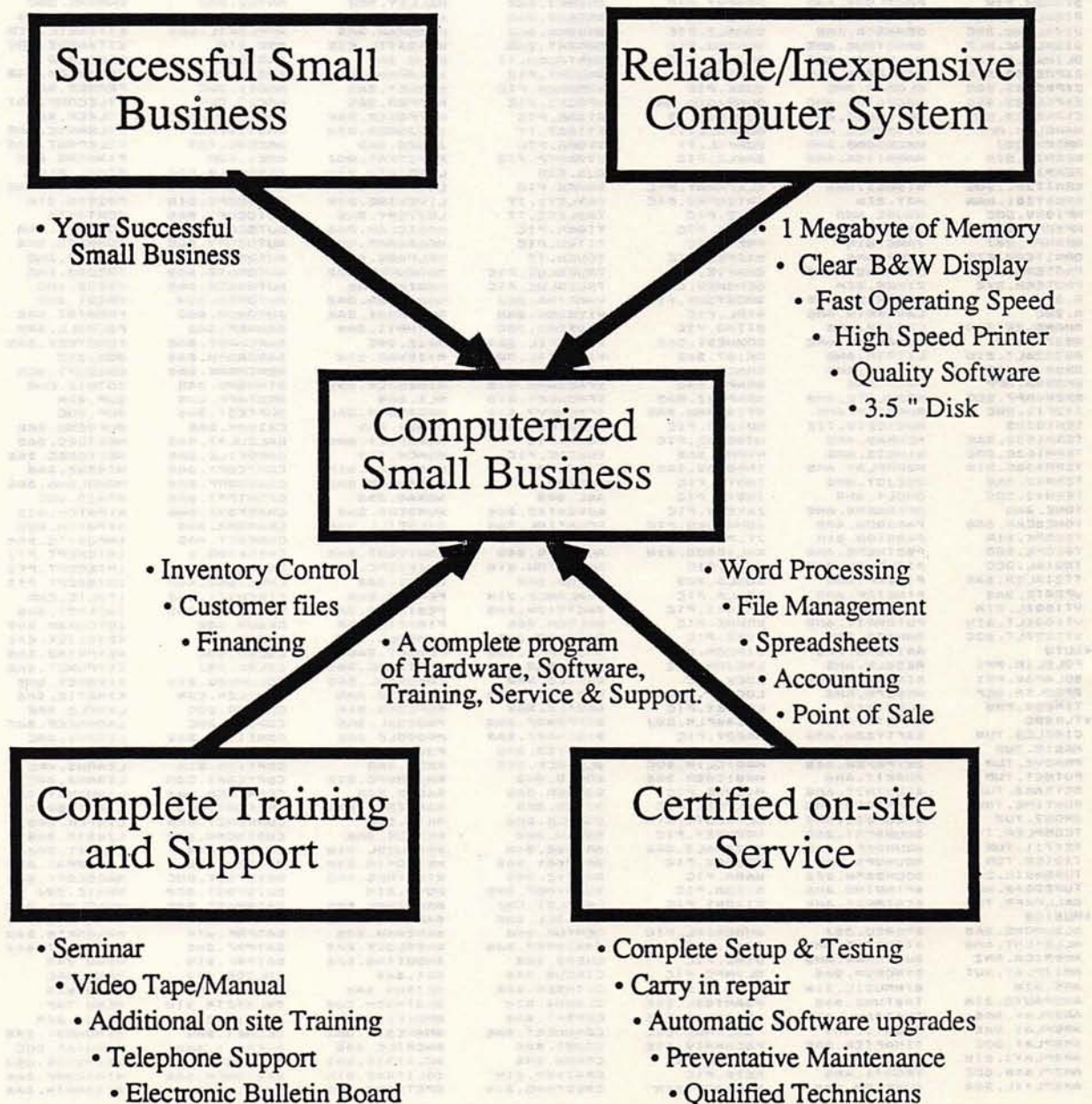




## MORGAN'S COMPUTER & EDUCATION CENTER

Southland Shopping Center Arcade  
Pittsburgh, PA 15236  
(412) 653-6150

**Morgan's Computer & Education Center announces a complete business computer system for under \$2000! Developed specifically for the successful small business. For more details or to reserve your seat in the next seminar call Bob Morgan at 653-6150.**





# PACE Bulletin Board 800/XL/XE Programs

BUPBOOT.SYS	ANXIL.DOC	WINTER.AMS	PICLOAD.SAS	CRICKETS.SAS	SPEEDRED.SAS	DBREET.SIN	MBBOOT.SIN
DESKTOP.INF	APL.REN	KNASDBLA.AMS	PICPRY.SIN	CRSTLCGLR.SIN	SPEEDSKI.SIN	DIAGMOSE.OBJ	MORTGAGE.SAS
VTS2.ACC	AUDIOCTL.SAS	YOUTHINK.AMS	PICPRY.DOC	DARKHORS.SAS	SPYPLANE.SAS	DIFCVT.DOC	MSBPRNT.SAS
CTL_PNL2.ACC	AXELF.AMS	*GRAPH	PICTURE.SAS	DEADSTIK.SAS	STARISLE.SIN	DISKCON.SIN	MULTICOP.SAS
BACKUP.MST	BACHINY.AMS	ANALOG.PIC	PICTURE.SIN	DEATHING.EXE	STARTEK.SAS	DISKCON.SIN	MULTICOP.SIN
SPPOOLER.AIX	BALLSOMB.SIN	ANIMATE2.SAS	PLOT1020.SAS	DEFENCE.SAS	STARVENT.SAS	DISKFIX.SIN	MOCLICK.SIN
SSORIS.PRG	BASYNTH.SAS	APOLLO.PIC	PLOT3D.SAS	DEFENDER.SIN	STOCKS.SAS	DISKFIX.SAS	NOTEDCO.SIN
DCOPY19.TOS	BEATIT.AMS	ARTIST2.PIC	PLUS7L0D.SAS	DEMON.SIN	SUBTACK.SAS	DISKIO.SIN	NOTEDCO.SIN
PROTIN97.PRG	BEETHSTN.AMS	ATARI.PIC	PM1020.SAS	DIVER.SAS	SUPREVE.SAS	DISKIO.PLS	OSFIX.SAS
SP00L33K.PRG	BLUES.SAS	AUTO1.PIC	PHAMIN.SAS	DOBBIES.SAS	SURFACE.OBJ	DISKREAD.SAS	PACEMENU.SAS
STWR1.70.PRG	BRAND.AMS	BEAKER.PIC	PMCURSOR.SAS	DRAGON.SAS	TANKS.SAS	DISKSCAN.SAS	PAYLDAN.SAS
IXIXI.DAT	BRKNYSTR.AMS	BEAKER2.PIC	PMGRAPH.SAS	DRAGON.SIN	TAXMAN.SAS	DNRAL3.DOS	PHONEDRV.SAS
RANSIZE.ACC	BUSTER.AMS	BINKLY.PIC	PSFCNVTR.SIN	DZONE.OBJ	THIEF.SAS	DOS25.DOC	PHONEDRV.SAS
*TERMS	CANTINA.AMS	BIRDFLY.SIN	ROBOT.SIN	ELEGARD.SAS	TICTAC3D.SAS	DOS25.DOC.2	POLYCOPY.SAS
AMODANPP.SAS	CHEERS.AMS	BOINK.OBJ	RTONMPIC.EXE	ESCAPE.SAS	TITAN.SAS	DOS25F.DOC	PRINTDMP.SAS
AMOD741.ARC	CHOPBALL.AMS	BOINK2.SIN	RUNVIDEO.SAS	FARRAN.SAS	TITLE.SAS	DOS25F.SCR	PROOFRES.SAS
AMODN130.SAS	CHOPIN.AMS	BOUNCE.OBJ	RUSH.PIC	FILLERUP.SIN	TNT.SAS	DOS3T02.SIN	PROSET.SAS
ATDIAL15.SAS	CLASSAS.AMS	BRICK.OBJ	SATURNS.PIC	FIREBUS.SIN	TRAPPED.SAS	DOSM12.DOC	PSFCNV.SAS
ATDIAL15.SIN	CONFNUMS.AMS	BUSTER.PIC	SCOOBY.PIC	FLIGHT1.DOC	TREKDOC.SAS	DP2DIF.SAS	PSLOAD.SAS
AUTORUN1.SBO	CONSPKR.SAS	CATNAT.PIC	SCREENEN.SAS	FLIPIT.SAS	TRICKYTR.SIN	DRID.SIN	PSLABEL.SAS
AUTORUN2.SBO	CRAZY.AM2	CDISK.PIC	SCRFB0.SIN	FOOTBALL.SAS	TRIDENT.SAS	DSKLABEL.SAS	PSLABEL.DOC
BB6.SAS	CROADS.AMS	CHMSCLR.TT	SCRFLD.SIN	FORTUNE.SAS	TRIVIA.SAS	DSKINER.SAS	PURGE.SAS
BBDOCT.DOC	DANCEFT.BIN	COLBRS.DOC	SMALLAS.PIC	FURNACH.SAS	TROW.SIN	DSKTOOL.PT1	QKMENU.SIN
BBINIT.SAS	DNOZART.SIN	COLOR236.SAS	SHUTL2.PIC	GAMBIT.SAS	VALIANT.SAS	DSKTOOL.PT2	QUEENS.SAS
BBMOVE.MSS	ENTAIN.AMS	COLORBAR.SIN	SLIDEV.SIN	GAMBLER.SAS	WALLST.SAS	DSKTRN8F.DOC	RACE.ZEX
BBORIS.SAS	EVERYBRE.AMS	COLUMBIA.PIC	SNDR2.SAS	SAUNTLET.SIN	WARRIOR.SAS	DUP2AF.DUP	RAINBOW.DOS
BBREN.LST	EYETIDR.AMS	CORSLT.PIC	SNDR3.SAS	SAUTCH.SAS	YANTEE.SAS	DUP12D.SAS	RAN.COM
BBSTART.SAS	FLSHDNC.AMS	DAFFY.PIC	SNDR4.SAS	SAUTCH.SAS	ZACHROW.SAS	DVRAC.SAS	RANDISK.COM
BBRNO.SIN	FOOTLOS.AMS	DESERT.PIC	SNDR5.SAS	SAUTCH.SAS	*UTILS	ENHANC.DOC	RDSK00.COM
DISKLINK.SIN	FURELISE.AMS	DINO.PIC	SNDR6.SAS	SAUTCH.SAS	ANTED.SAS	EP3IL0W.SAS	RECALL.SAS
DISKLINK.DOC	SDNNSTR.AMS	DONALD.PIC	SNDR7.SAS	SAUTCH.SAS	ANTED.SET	EXTBASIC.SIN	RECTAN.SAS
DISKLINK.MLP	SNOSTBUS.AMS	DOMKMS.PIC	SNDR8.SAS	SAUTCH.SAS	APPLEKIL.SAS	EXTBASIC.DOC	REFLECT.SAS
DLINKMLP.DOC	SILLIGAN.AMS	DRAGMP.PIC	SNDR9.SAS	SAUTCH.SAS	ARC.COM	FASTLOAS	RENUMBER
EXPRES22.SIN	SIRLSPUN.AMS	DRAGON.PIC	SNDR10.SAS	SAUTCH.SAS	ARC11.ARC	FASTTCK.SAS	REPEAT.SAS
EXPRES22.DOC	GLORIA.AMS	DUKE.PIC	SNDR11.SAS	SAUTCH.SAS	ARC11.DOC	FERSEE.SAS	RETRNOUT.SAS
EXPRES23.SBO	GODFATHE.AMS	DUMP1020.SAS	SNDR12.SAS	SAUTCH.SAS	ARC12.COR	FILECOPY.DAT	REUNENU.TAF
EXPRES23.DOC	GOTTMESE.AMS	DUMP000.TT	SNDR13.SAS	SAUTCH.SAS	ARC12X.COM	FILEEN.SAS	SAFE.DAT
MAHOLER.MPP	STIMEROL.AMS	DUMPALL.TT	SNDR14.SAS	SAUTCH.SAS	ARC12X.MLP	FILEMAKE.SAS	SAFELIST.SAS
MRDRV.OBJ	HACKBONS.SAS	DUMFIL.TT	SNDR15.SAS	SAUTCH.SAS	ARCDOC.TXT	FILEPRNT.SAS	SAN.DOC
KERNIT.SIN	HAMA1150.AMS	EABLE.PIC	SNDR16.SAS	SAUTCH.SAS	ARCX.COM	FILEPRNT.SAS	SATURDAY.SAS
KERNIT.DOC	HIONYOU.AM2	EAGLES.PIC	SNDR17.SAS	SAUTCH.SAS	ASSEMBLR.SAS	FIXIL.SIN	SCOPY.SAS
KRNIT301.DOC	HISOCI.SAS	ELPHANT.PIC	SNDR18.SAS	SAUTCH.SAS	AUTOCOP2.SAS	FLYPAPER.SAS	SCRIPT00.SAS
KRNIT301.NAM	HOT.SIN	ENTERPRI.PIC	SNDR19.SAS	SAUTCH.SAS	AUTOCOP2.SIN	FR28V.SIN	SCRIPT01.SAS
NRDRV.DOC	HOUSE.AMS	FACE.PIC	SNDR20.SAS	SAUTCH.SAS	AUTOCOPY.SAS	FORMAT2.SAS	SCRIPT02.DC
NPINPP.OBJ	INVENT.AMS	FRANK.PIC	SNDR21.SAS	SAUTCH.SAS	AUTOCOPY.SIN	FORMAT3.SAS	SCRIPTV0.SIN
NPINPP.OBJ	JANE.SIN	FRED.PIC	SNDR22.SAS	SAUTCH.SAS	AUTOCOPY.DOC	FORMAT7.SAS	SCROLL.SAS
QNRITERM.EXE	JUMP.AMS	GARFES.PIC	SNDR23.SAS	SAUTCH.SAS	AUTORAKR.SAS	FRED12.DOC	SCRFB0.DOC
PROTERM.SAS	KINGANDI.AM2	GARFIE.PIC	SNDR24.SAS	SAUTCH.SAS	AUTOMATE.SAS	FRED00.DOC	SCRSAVE.SAS
PROTERM.SYS	KINKS.SIN	GENSHON.OBJ	SNDR25.SAS	SAUTCH.SAS	AUTORACE.SAS	FRED01.DOC	SCRUNCH.SIN
R.SIN	KNIGHTRO.AMS	SHOSTBUS.PIC	SNDR26.SAS	SAUTCH.SAS	AUTOREN.SIN	FRED02.DOC	SCRUNCH.DOC
R.DOC	LAVIRGIN.AMS	SIRL.PIC	SNDR27.SAS	SAUTCH.SAS	AUTORUN.DOC	FRONT7.SAS	SCRUNCH2.SIN
RHANDLER.SIN	LETITS.AMS	SIZNO.PIC	SNDR28.SAS	SAUTCH.SAS	BANNER.SAS	FRONTR7.SAS	SETAUTO2.SAS
R2322.SIN	LEYROYR.AMS	SONWEST.SAS	SNDR29.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SETCLOCK.SAS
R232ALT.SIN	LITFIR.AMS	SR107.SAS	SNDR30.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SHRINK.OBJ
SRDRVH.DOC	MAGNET.AMS	SRACONV.SAS	SNDR31.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SIEDE.SAS
SRDRVH.MPP	MASH.AMS	SRAPH.SAS	SNDR32.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SINE.SAS
SRDRVNP.DOC	MOONLITE.AMS	SRAPH2.SAS	SNDR33.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SINEPRNT.SAS
T42F11.DOC	MUNSTER.AMS	STADRAW.SAS	SNDR34.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SNAILDIS.SAS
TERM1030S	MUSICDIS.TIE	SUIDE2.PIC	SNDR35.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SPACE.CHR
TERM1030.SAS	NEWNRAS.AMS	NOBES2.PIC	SNDR36.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SPKRESCU.SAS
TERM1030.DOC	NINE23.AMS	HYPO.SAS	SNDR37.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SPEEDCALC.PVI
TERM4080.SIN	NORMPLAY.AMS	INDY1.PIC	SNDR38.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SPEEDSCP.DOC
TERM42.SAS	ODEJOY.AMS	INDY2.PIC	SNDR39.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SPELL.SAS
TERM42.DOC	OHLY.AMS	JAYBRD.PIC	SNDR40.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SPITFIL.SAS
TONE.SAS	OPENARMS.AMS	JOHNYO.KO.PIC	SNDR41.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SPSCRIPT.SIN
TOMESCAN.SAS	PARAGON.AMS	JT.PIC	SNDR42.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	STERN.DOC
TSCOPE.DOC	PASSION.SIN	KALIDSCQ.SIN	SNDR43.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
TSCOPE.DOC	PSTHENE.AMS	KHAN.PIC	SNDR44.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
TSDIAL.DOC	PIANOKEY.SAS	KOALA.PIC	SNDR45.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
TDIALER.SAS	PINEAPL.AMS	KRACK2.PIC	SNDR46.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
UPDATE.SAS	PINKPANT.AMS	KRACK2.PIC	SNDR47.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
VT100IL.SIN	PUTORIT.AMS	KRACK2.PIC	SNDR48.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
VT100ILT.SIN	QNRHTS.AMS	KRACK2.PIC	SNDR49.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
VT100ILT.DOC	RAIDERS.AMS	KRACK2.PIC	SNDR50.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
*AUTO	REDBLN.AMS	KRACK2.PIC	SNDR51.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
FOLDIN.PRG	RIVER6ID.AMS	KRACK2.PIC	SNDR52.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
SOLAPAK.PRI	RUDLPH.AMS	KRACK2.PIC	SNDR53.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
SP00LER.DEF	RUSH.SIN	KRACK2.PIC	SNDR54.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
TIMEDA.PRG	SAFETY.AMS	KRACK2.PIC	SNDR55.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
*TURBOS	SAFTYBAN.AMS	KRACK2.PIC	SNDR56.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
CIRCLES.TUR	SAYSAY.AMS	KRACK2.PIC	SNDR57.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
MASIB.TUR	SOTPEPR.SAS	KRACK2.PIC	SNDR58.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
PMOVE.TUR	SHAKIT.AMS	KRACK2.PIC	SNDR59.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
PUTSET.TUR	SILNTNIT.AMS	KRACK2.PIC	SNDR60.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
ROTBARS.TUR	SIPRADIO.AMS	KRACK2.PIC	SNDR61.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
RUMTIME.TUR	SNOOP3IL.AMS	KRACK2.PIC	SNDR62.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
SNOW2.TUR	SOUNDCEY.SAS	KRACK2.PIC	SNDR63.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
TCOMPLER.TXT	SOUNDEFX.SAS	KRACK2.PIC	SNDR64.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
TEXTIL.TUR	SOUNDFX.SAS	KRACK2.PIC	SNDR65.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
TIDIER.TUR	SOUNDFX.SAS	KRACK2.PIC	SNDR66.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
TURBASIC.COM	SOUNDFX.SAS	KRACK2.PIC	SNDR67.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
TURBOSAS.MLP	SOUNDFX.SAS	KRACK2.PIC	SNDR68.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
WALLPAPR.TUR	SOUNDFX.SAS	KRACK2.PIC	SNDR69.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
*MUSIC	SOUNDFX.SAS	KRACK2.PIC	SNDR70.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
ALBUPONE.SAS	SOUNDFX.SAS	KRACK2.PIC	SNDR71.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
ALLEYCAT.AMS	SOUNDFX.SAS	KRACK2.PIC	SNDR72.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
AMERICA.AM2	SOUNDFX.SAS	KRACK2.PIC	SNDR73.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
AMIIPLAY.AUT	SOUNDFX.SAS	KRACK2.PIC	SNDR74.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
ARS.SIN	SOUNDFX.SAS	KRACK2.PIC	SNDR75.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
ARSPAUTO.SIN	SOUNDFX.SAS	KRACK2.PIC	SNDR76.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
ARSPAUT.AMS	SOUNDFX.SAS	KRACK2.PIC	SNDR77.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
ARSPAY.SAS	SOUNDFX.SAS	KRACK2.PIC	SNDR78.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
ARSPAY.DOC	SOUNDFX.SAS	KRACK2.PIC	SNDR79.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
ARSPAY2.SIN	SOUNDFX.SAS	KRACK2.PIC	SNDR80.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
ARSPAY2.DOC	SOUNDFX.SAS	KRACK2.PIC	SNDR81.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
ARSPAY2.SIN	SOUNDFX.SAS	KRACK2.PIC	SNDR82.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
ARSPAY2.DOC	SOUNDFX.SAS	KRACK2.PIC	SNDR83.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
ARSPAY2.SIN	SOUNDFX.SAS	KRACK2.PIC	SNDR84.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
ARSPAY2.DOC	SOUNDFX.SAS	KRACK2.PIC	SNDR85.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
ARSPAY2.SIN	SOUNDFX.SAS	KRACK2.PIC	SNDR86.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
ARSPAY2.DOC	SOUNDFX.SAS	KRACK2.PIC	SNDR87.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
ARSPAY2.SIN	SOUNDFX.SAS	KRACK2.PIC	SNDR88.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
ARSPAY2.DOC	SOUNDFX.SAS	KRACK2.PIC	SNDR89.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
ARSPAY2.SIN	SOUNDFX.SAS	KRACK2.PIC	SNDR90.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
ARSPAY2.DOC	SOUNDFX.SAS	KRACK2.PIC	SNDR91.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
ARSPAY2.SIN	SOUNDFX.SAS	KRACK2.PIC	SNDR92.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
ARSPAY2.DOC	SOUNDFX.SAS	KRACK2.PIC	SNDR93.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
ARSPAY2.SIN	SOUNDFX.SAS	KRACK2.PIC	SNDR94.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
ARSPAY2.DOC	SOUNDFX.SAS	KRACK2.PIC	SNDR95.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
ARSPAY2.SIN	SOUNDFX.SAS	KRACK2.PIC	SNDR96.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
ARSPAY2.DOC	SOUNDFX.SAS	KRACK2.PIC	SNDR97.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
ARSPAY2.SIN	SOUNDFX.SAS	KRACK2.PIC	SNDR98.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
ARSPAY2.DOC	SOUNDFX.SAS	KRACK2.PIC	SNDR99.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS
ARSPAY2.SIN	SOUNDFX.SAS	KRACK2.PIC	SNDR100.SAS	SAUTCH.SAS	BARCHART.SAS	FRONTR7.SAS	SUPERDIR.SAS



## PACE BBS ST Files

*GFA	LISTER.BAS	MASTERNI.DIR	FRACTREE.PR8	NIDI_ARC.LST	FONTED.ARC	PRTSRC.ARC
ALERTDMO.BAS	LISTER2.BAS	MAZENAKR.TOS	HP2.ARC	PIANO.PR8	FONTHSTR.ARC	QFRMAT.PR8
ARCSHELL.BAS	MAKEMENU.BAS	NCOMMAND.ARC	JACPR1.ARC	SONGS.ARC	FONTHSTR.ARC	RANDISKS.ARC
BASCONVT.BAS	NCL.ARC	NCOMMAND.DIR	JACPR2.ARC	SOUND.PR8	FORMAT.PR8	RANBSK.ACC
CLICK.BAS	NCL.DIR	NCQUIZ.TOS	JACPR3.ARC	ST SOUND.PR8	FORTH.ARC	RANLOAD.ARC
CHAMSH.P.ARC	NCL_210.TXT	NEBAROID.ARC	KOAL2DES.PR8	*UTIL16	GEN10X80.ACC	RANSIZE.ACC
CHAMSH.DIR	MINITERM.BAS	NEBAROID.DIR	MACTOA.PR8	ACCLDAB.ARC	GENDEN.PR8	RASTAC.ACC
DIALOG.ARC	MORSE102.BAS	MILLBORN.ARC	MAZENAKR.TOS	ADDRES.ARC	GENTELST.ARC	RD1040.ACC
DIALOG.DIR	MYTIME.ARC	MILLBORN.DIR	MEDCON.PR8	ARC.TTP	GETPAL.PR8	RDCV2.ARC
DUMBBS.ARC	MYTIME.DIR	MONOPOLY.ARC	MEDV09.PR8	ARC1.ARC	GFATERM.ARC	RND158.ACC
DUMBBS.DIR	NELOAD.BAS	MONOPOLY.DIR	PICDEX.TOS	ARCEM.ARC	HARBAU.ARC	RND208.ACC
ESC_CODE.DOC	NUMCNVRT.BAS	MYLIFE.PR8	PICSW.DOC	ASM68K.ARC	HARBDG.ARC	RND349.ACC
FIMP.ARC	PATCH.BAS	PACHAN.ARC	PICSW.PR8	AUTODATE.ARC	HDBOOT.ARC	RND648.ACC
FIMP.AIR	PIC_CLIP.ARC	PACHAN.DIR	PICSW7.ARC	BICALC.ACC	HDX.ARC	RND709.ACC
FORMAT.ARC	PIC_CLIP.DIR	POOL.PR8	PICSMTCH.PR8	BICALC2.ACC	HELPER.PR8	RRIER
FORMAT.DIR	PROTECT.ARC	POPCORN.PR8	PIEMOV.PR8	BLAST.ARC	HEX.PR8	SCMSAVR.ARC
FORMATR.BAS	PROTECT.DIR	PUZZLE.ACC	PP_FONTS.ARC	BTTOBEGA.PR8	HIZ5.PR8	SCANCH.PR8
FUNDIAL.ARC	QUICKSORT.ARC	PUZZLE.DIR	PRT24P.ARC	BULKERAS.TOS	HISO.PR8	SECEC.ARC
FUNDIAL.DIR	QUICKSORT.DIR	RIPCORD.DAT	PRT8510.ARC	CALC.ACC	ICONAME.PR8	SETTIM.PR8
GFABASRO.PR8	RANDOM10.ARC	RIPCORD.PR8	PRT9PIN.ARC	CALC.PR8	IMPORT2.ARC	SHUTDOWN.ARC
GFABINGO.BAS	RANDOM10.DIR	SHUTTLE.ARC	RDRAM.PR8	CLOCK.ACC	INITDISK.ARC	SIEVE.ARC
GFACCALL.ARC	REZMASTR.BAS	SHUTTLE.DIR	RSDemo.PR8	COLRCODE.ARC	INTRAMOK.ARC	SIINS.PR8
GFACCALL.DIR	RUNIT.BAS	SLOTS.ARC	SHOPIC2.PR8	CONTENTS.PR8	KERNIT.ARC	SNAPSHOT.ACC
GFADemo1.ARC	SAMP_GFA.BAS	SLOTS.DIR	SLIDEN.PR8	CONVRT.PR8	KERNEL.TOS	SOLATERN.ARC
GFADemo1.DIR	SCAN.ARC	SOLITAIR.ARC	SLIDENED.PR8	COPY.PR8	LABELMKR.ARC	SPOOL.ACC
GFADHV12.ARC	SCAN.DIR	SOLITAIR.DIR	SPHERE.PR8	COPY18.PR8	LBL.ARC	SPOOL33K.PR8
GFADHV12.DIR	SEARCHER.ARC	SPACEWAR.ARC	SURFACE.PR8	COPY19.ARC	LET99.ARC	ST800.ARC
GFADHV12.DIR	SEARCHER.DIR	SPACEWAR.DIR	TINYVIEW2.ARC	COPY19.TOS	LOADRAM.ARC	STEBIT.ARC
GFADHV12.DIR	SEQUENT.GFA	SPROUTS.ARC	USER.PR8	COPY191.ARC	MAG35.ARC	STERN.TOS
GFADHV12.DIR	SLIDER.ARC	SPROUTS.DIR	*MUSIC16	COPY191.TXT	MAKING.ARC	STRART.PR8
GFADHV12.DIR	SLIDER.DIR	STATES.ARC	AMS_08.ARC	DBIR.PR8	MAKES12K.TOS	STSQ.ARC
GFADHV12.DIR	SMIFCALU.BAS	STATES.DIR	BEATLEZ.SMG	DDIR.PR8	MCQUIZ.TOS	STW1_70.ARC
GFADHV12.DIR	TIDBITS.DOC	STONEAGE.ARC	BEATLES.ARC	DDIR.PR8	MEDR22.PR8	ST_CPM.ARC
GFADHV12.DIR	VECDemo9.ARC	STONEAGE.DIR	CONTENTS.TXT	DDIR.PR8	MEMENTEST.ARC	TAX85.DOC
GFADHV12.DIR	VECDemo9.DIR	TARGET.PR8	CRID_1EZ.ARC	DDIR.PR8	NICKEY.PR8	TAX85.NAT
GFADHV12.DIR	WINDOWS.ARC	TORP.ARC	CRID_2EZ.ARC	DDIR.PR8	NIKE4.ACC	TEXTACC.ARC
GFADHV12.DIR	WINDOWS.DIR	TORP.DIR	CRID_3.ARC	DDIR.PR8	MODEN_87.PR8	TIMEDAY.PR8
GFADHV12.DIR	*GAMES16	TREK.ARC	CRID_4.ARC	DDIR.PR8	MONST.ARC	TPRINT.TTP
GFADHV12.DIR	ADVENTRE.ARC	TREK.DIR	CRID_6.ARC	DDIR.PR8	MOUNT.PR8	TTOOL.ACC
GFADHV12.DIR	ADVENTRE.DIR	TVISION.ARC	CRID_7.ARC	DDIR.PR8	MOUSE.PR8	TTOOL.DOC
GFADHV12.DIR	BATTLESH.ARC	TVISION.DIR	CRID_8.ARC	DDIR.PR8	MUSHROOM.TOS	UNITERM.ARC
GFADHV12.DIR	BATTLESH.DIR	TWPGAM.PR8	CRID_9.ARC	DDIR.PR8	NEWSIN.PR8	UNMSQUEEZ.TTP
GFADHV12.DIR	BEEJUICE.PR8	WHEELF19.ARC	CRID_10.ARC	DDIR.PR8	NOVERI.PR8	VDISAMP.PR8
GFADHV12.DIR	BREAKOUT.ACC	WHEELF19.DIR	CRID_11.ARC	DDIR.PR8	OSSFRMAT.ARC	VERIFY.ARC
GFADHV12.DIR	BRIDGEIT.ARC	YANTZEE.ARC	CZANDROB.ARC	DDIR.PR8	PBTURNS.ARC	VOLUME.ARC
GFADHV12.DIR	BRIDGEIT.DIR	YANTZEE.DIR	CZPATCH.ARC	DDIR.PR8	PBTS91.ARC	VT100.ARC
GFADHV12.DIR	CELEST.PR8	ZARATH.PR8	DLXPIANO.ARC	DDIR.PR8	PIBTS91.ARC	VT52.ACC
GFADHV12.DIR	CHESSE.ARC	*GRAPH16	HOOKED.ARC	DDIR.PR8	PM2TS.ARC	WATCH.ACC
GFADHV12.DIR	CHESSE.DIR	BLAST.PR8	MANDEL.ARC	DDIR.PR8	PMGRLB.ARC	WINDODEN.ARC
GFADHV12.DIR	CRIBBAGE.ARC	BOINK.PR8	MASH.ARC	DDIR.PR8	PRINTDIR.ARC	XLISP17.ARC
GFADHV12.DIR	CRIBBAGE.DIR	DEG2MED.TTP	NIAMVI.BAS	DDIR.PR8	PRINTSPL.TOS	YARB.ARC
GFADHV12.DIR	FOOTBALL.ARC	DOODLE.ARC	NIDI.ARC	DDIR.PR8	PRIV.ARC	
GFADHV12.DIR	FOOTBALL.DIR	EDIT_SPR.PR8	NIDIDemo.ARC	DDIR.PR8	PROTIM87.PR8	
GFADHV12.DIR	JOUST.ARC	FRAC3D.PR8	NIDISEQ.ARC	DDIR.PR8	PROMRTR.ARC	
GFADHV12.DIR	JOUST.DIR	FRACTAL.PR8	NIDI_4TH.ARC	DDIR.PR8	PRTINST.PR8	
GFADHV12.DIR	MASTERNI.ARC			DDIR.PR8		



## CES REPORT

by John Satriano

I went to the CES show to check out two different products, specifically a laser printer, and MIDI software for the ST. I did expect to see the highly touted desk top publishing capabilities of the new Mega machines and get a first hand close up look at the new Atari Laser Printer. On this front I was very disappointed, as not one laser printer was in sight at the whole show. Seems that Comdex had the upper hand for the desk top publishing crowd.

The second item of interest, MIDI software for the ST was in good supply at the show. Happily, I can report that Atari is moving into a position of power, with more and more musicians looking at the ST for their studios instead of the Macintosh, for serious MIDI applications.

Sonus Corp. of Canoga Park, Ca. has developed three new programs for the ST. MASTERPIECE, SUPERScore, and ST SONIC EDITOR. While at the Sonus booth I spent most of the time looking over the Masterpiece sequencer program. Comments on Superscore and ST Sonic Editor come from product literature distributed by Sonus.

MASTERPIECE, the new GEM based professional sequencer program, provides an optional MIDI port enabling the musician control of 32 possible MIDI channels. MASTERPIECE is a full featured sequencer designed to take MIDI to new heights.

Some of the many functions include: • Count off • Loop flag • Clock

Select • Sequence and Track Display • Metronome • Meter Selection • Tempo Selection • Record Tempo Changes • Drum channel Selections • Input filter Selects • First Timing Byte Select • Track and Sequence Names • Setting Counter Values • MIDI Data Indicators • Play Thru / Multiple Channel Capability

- Track Bounce / Unbounce
- Sequence Bounce • Playback Step/Real Time • Recording Step/Real Time • Seam Manager • Muting/Unmuting (programmable) • Velocity +/-
- Auto Punch Live Punch • Song Mode • Real Time Velocity Scaling • Cue Points • Event Editing • Edit Filtering • Quantization • Transpose • Song Randomization • Live Controller and Pitch Wheel Conversion • Assignable Keyboard Splits • Controller Editing • Shift Track Right / Left • De-flam • MIDI Song Pointer / SMPTE and the list goes on...

SUPER SCORE, takes full advantage of the extra memory of the ST computer allowing fast and accurate access to your MIDI data. The graphic editing features give composers, arrangers the flexibility to print music the way they want. Super Score is a stand alone program with a built in sequencer with editing capabilities or used as a scoring option for MASTERPIECE files. Allowing from 1 to 32 polyphonic staves with built-in layouts for solo, Duet Trio quartet, piano, organ, lead sheet, and choir.

Features include: • All signatures displayed in the circle of fifths • All meter signatures 1/2 to 64/64 • Treble / base tenor/viola and percussion clefs • Brackets and braces • complete musical symbols • auto and manual page layout • measure numbering •

note values from whole note to 64th notes.

ST SONIC EDITOR Sonus final entry, allows visual editing for the ST, Ensoniq Mirage and Multi Sampler instruments. Operations are performed with the mouse, with easy to use menus and icons.

Sonus is here, and ready to take the professional musician and his Atari ST to the brink of MIDI technology. Along with state of the art software comes a price to match, these programs are designed for the professional musician and not the single instrument owner.

MIDISOFT STUDIO, from PASSPORT DESIGNS INC. Half Moon Bay, CA. MIDISOFT Studio, is a low cost, full featured MIDI sequencer for the ST computer. It forms the heart of a home recording studio for making demos, composing new songs or just playing around.

Features include: • 32 independently controlled polyphonic tracks • Record • Playback • over dub • rewind • auto rewind • fast forward • step play • 80,000 note capacity on the 1040 ST • mouse controlled thru menus and graphics • move transport through songs using the mouse • record or play from any point in a song • supports MIDI Thru • record in real time or step time • Track Editing lets you combine, move, copy, and erase tracks • Regional Editing allows you to insert, delete, erase, transpose, paste, and correct time • Select time signature, tempo, and metronome click rates • Selectable aftertouch filter reduces data rate during recording • supports all 16 MIDI channels and non system MIDI events • Syncs to MIDI or internal clock • Syncs to and from MIDI song pointer...

Once you have recorded some material MIDISOFT Studio provides menus for editing, fine tuning building songs to disk Editing features allow you to shape your ideas into songs.







# 8-BIT LIBRARY DISK LIST

(continued from our March  
1987 KEEPING P.A.C.E.)

Compiled by our intrepid  
Librarian, Wayne Sigmund.

SEPT. 86

044AUTORUN SYS,002,  
044PACEMENUBAS,030,  
044FILESTRBAS,093,U FILE INDEXER  
044SPY MUSICBAS,018,D MUSIC DEMO  
044REFLECTNBAS,068,E GRAPHICS  
044FLYPILRBAS,030,U DISK INDEXER  
044RACER BAS,046,G RACE GAME  
044PACEPTR ,026,  
044PICMAKE BIN,067,U PIC MAKER  
044RACENSPCBIN,033,G 2 PLAYER RACE  
044TROLLWARBIN,023,G KILL THE TROLLS  
044BLAST BIN,033,G BLAST ALEINS  
044SCRUNCH2EXE,116,U SHRINK PROG.  
044DRUMSNTHBAS,013,E COMP. DRUM SET

OCT. 86

045AUTORUN SYS,002,  
045PACEMENUBAS,030,  
045SELECTYPEBAS,136,G COMP. TYPEWRITER  
045SELECTYPEDOC,014,F DOC FOR TYPE  
045FNTDSPLYBAS,011,U DIS. FONT  
045GOTHIC CHR,009,U  
045ITALIC CHR,009,U  
045SPACE CHR,009,U  
045HPPYHLWNBAS,004,D DEMO  
045WELCOME ,003,  
045SOFTKEYSBAS,032,  
045MULTCOPYBAS,054,U MULTI COPY  
045ATARI400BAS,046,D GRAPHICS  
045AUTONMBRBAS,014,U AUTO NO. LINES  
045CURSOR BAS,007,U MAKE CURSOR  
045FASTKEY BAS,005,U MULTI LETTERS  
045JOYCRSR BAS,009,U JOY STICK CURSOR  
045KEYREPT BAS,003,U GOTO MENU  
045MAKEAUTOBAS,017,U AUTOBOOT  
045TRKYNSTWBAS,010,D MUSIC  
045CLRALNMTBIN,067,P COLOR ALIGN.  
045LAMCHINEBIN,062, GRAPHICS  
045LAMCHINEDOC,020,F DOC FOR LAMACH.

NOV. 86

46AUTORUN SYS,002,  
46PACEMENUBAS,030,  
46DEATHZNEEXE,059,G BUCK RODGERS CLONE

46DATABASEEXE,065,U DATABASE PROG.  
46RUSHDGTZBIN,137,D DIG RUSH SONG  
46LABELS BAS,099,P LABEL MAKER  
46COLUMN80BIN,012,U 80 COL. DISPLAY  
46AMSPLYERBIN,039,U AMS PLAYER  
46SHELLI AMS,037,M MUSIC FOR AMS  
46LAZRTYPEBIN,039,E TYPING TEACHER  
46ROLLEM BIN,081,G  
46ROLLEM MAZ,009,F  
46WELCOME TXT,005,  
46ERIK ADB,001,

DEC. 86

047AUTORUN SYS,002,  
047PACEMENUBAS,031,  
047WIZMASTRBAS,033,E  
047CARTCOPYEXE,040,U COPY CART.  
047MOVIE DAT,009,U MOVIE MAKER  
047SYNLABELEXE,171,ULABEL MAKER  
047PRTSHPTRXEXE,089,U PRINT ICONS  
047TED BIN,036,  
047COPYMATEEXE,014,U  
047TECHPOP BIN,066,D MUSIC DEMO  
047CSMCBLOBBIN,053,G DESTROY BLOB  
047TED DOC,036,F DOC FOR TED  
047RADMENU EXE,030,U MENU MAKER  
047MENU3 EXE,005,U MENU MAKER

JAN. 87

048RAMDISK COM,009,U  
048TBASIC COM,145,L TURBO  
048A ,149,U  
048MAGIC TUR,125,U  
048MAGIC OBJ,008,U  
048COMPILERCOM,080,U BASIC  
048RUNTIME COM,088,U  
048AUTORUN SYS,002,U  
048AUTO ,004,U

MARCH 87

049COUNTER BAS,006,  
049POET DAT,001,F  
049POEMS ,004,  
049DISK CAT,006,U "HOMER"  
049UPDATER BAS,011,U  
049FONT DAT,009,  
049AUTORUN SYS,001, POETRY  
049NOUNS SYS,018,  
049VERBS SYS,004,  
049LVERBS SYS,001, GENER.  
049ADJ SYS,009,  
049ADV SYS,001,  
049CONJ SYS,001,  
049PREPS SYS,001,

049PNOUN SYS,001,  
049POET TXT,005,  
049POET BAS,029,  
049UTILITY TXT,003,

APRIL 87

050FORMULA BAS,027,G  
050AUTORUN SYS,002,  
050PACEMENUBAS,032,  
050SOFT80 BAS,003,U 80 COL.  
050SOFT80 DOC,009,F 80 DOC  
050LASRSTRKEXE,126,G GET EM  
050GUNSGUNSDOC,015,G DOC FOR GUNS  
050GUNSGUNSBAS,113,G BLOWUP GUNS  
050AROGUE BAS,125,  
050AROGUE FNT,009,  
050VIPER EXE,133,G  
050CRS BAS,005,  
050SOFT80 SYS,013,U  
050OHMSLAW BAS,010,P LEARN OHMS LAW  
050RESONACEBAS,021,U

APRIL 87 SIDE B

50 AUTORUN SYS,002,  
50 COBBSADVNT,214,G TEXT ADVENTURE

MAY 87

051PACEMENUBAS,032,  
051AUTORUN SYS,002,  
051DSKMSTR BIN,050,U DISK FEATURES  
051ELIZA BAS,076,G COMP. SHRINK  
051WILDWESTBAS,064,G CATCH THE BOMB  
051MAZE BIN,065,G  
051BOULDERSBIN,018,G DONT GET FLAT  
051INVBALL EXE,243,G PINBALL  
051TRAKSTARBAS,058,G GO FOR IT

## EDITOR'S NOTE

TO ALL OF THOSE WHO  
CONTRIBUTED AN ARTICLE FOR  
THIS MONTH'S ISSUE OF  
KEEPING P.A.C.E.

I wish to give (as a  
guerdon, of course) a  
cascaron inscribed with  
acroamatic adoxography with  
a wee bit of blandiloquence  
appended...perhaps a  
calembour or two...and  
present it with a gelogeni  
callithumpian!!

\*\*If you would like more  
information on this...send  
an article for next month.\*\*



**LIGHTSPEED C**  
Reviewed by Michael Stomp  
Reprinted from THE ACCESS  
KEY, May 1987

When I became interested in a structured, compiled programming language for my 8-bit Atari, I did not find a wealth of choices. Actually, I found one: Deep Blue, an old product which was originally distributed by APX. It worked, but it lacked much.

Now there is a new product available: Lightspeed C (LC). Properly called a "Development System" by its publishers, it supplies most of what Deep Blue C lacks, with a significant improvement in speed and ease of use.

But first, a few words about what LC lacks; most notably, the extended variable types, along with structures, unions and bit fields. This lack seems to be endemic in 8-bit computers, and I suspect I will have to live with it until (and if) I decide to get a larger machine. Also, compiling to true, relocatable object code seems to be beyond the reach of small computers, and the LC compiler only produces pseudo-ML code, which runs ten times slower than machine language. But that's still several orders of magnitude faster than Basic! It will do.

Now for the extra features that LC DOES have. First, there is an Editor -- a syntax-checking Editor, at that! (It's great having something to find those misplaced brackets for you!! No more trying to write C programs with Atariwriter.) Lot's of good editing functions -- I won't bore you with details -- plus some macros to make typing C source code easier. AND, you can compile, link and run your program right from the Editor.

Next the Compiler; when it detects an error it stops right away, returns you to the Editor and displays the

offending line! It's also fast, but more about speed later on. The compiled code is supposed to run faster than Deep Blue C, and I've seen benchmarks that indicate that it is quite a bit faster -- if you like benchmarks. I'll take their word for it. I'm more impressed by the ease of use. There's a code optimizer too, which I haven't tried out much. You don't see much improvement with the short things I've written so far; they're fast to begin with.

Another impressive part of the package is the Lightspeed DOS (LDOS) that is included. This is a command-driven DOS, much like DOSXL or SpartaDOS, but which includes in it the standard C library. This makes linking much faster when testing and debugging a program, but your compiled program will run only with LDOS. No real problem; when you are finished debugging, you just run the Linker again, and add the standard library. The resulting program will now run with any DOS. (There's an interesting side-effect with having the library in LDOS; you can call the C functions there from Action! and ML programs. There are two chapters in the manual showing how.)

Included are Ramdisk handlers for the Mosaic Ramdisk and 130XE, or any memory upgrades compatible with them. Did I mention that LDOS supports batch files? It does, and that allows you to do something pretty nice. I've set up a batch file that, upon boot-up, creates a Ramdisk as D:4, copies the Editor, Compiler, Linker and utilities onto it, and then makes D:4 the default drive.

Now you see some REAL programming speed! All your work, writing source code, compiling, testing, rewriting, etc. are done via the Ramdisk. It seems to me that the process is about as fast as with the Action! cartridge -- and that's fast.

The real power in C comes, of course, from the library, and LC has a good one. All the standard stuff, of course, plus some Atari-specific functions for graphics and players. There's a special graphics library that runs much faster than the graphics routines in the Atari OS!

There's lots more goodies too, but I'm running out of room, so you'll just have to take my word on it -- or check it out yourself. Lightspeed C is a very good product; I recommend it to you if you are interested in trying a new programming language.

Lightspeed C \$39.95  
Clearstar Softechnologies  
1501 Wood Ave. #36  
Sumner, WASHINGTON 98390  
(206) 863-8523

<<<<<<<>>>>>>>>>

WHAT'S A LINK?  
by Bob Crowell  
Reprinted from RHODE ISLAND  
ACE Issue 4, Vol. 5

Like many of you who are reading this, I have more than one Atari 8-bit system. In my "Computer Room" two systems are set up side-by-side in an L-shaped arrangement, so by simply turning my chair, I can use either keyboard.

In my own version of 8-bit "multi-tasking" quite often one computer is booted up as a word processor and the other is booted up with EXPRESS! terminal software. As such, I can capture any text while on-line with a BBS, condense or alter it in some way in the word processor, and then re-upload it in a more polished form, all without logging off whatever BBS I was on.

Unfortunately, this has always involved a lot of disk swapping between systems; not difficult, but rather inconvenient if you do it a lot. I have always felt there was a need to be able to link two independent systems, but there has been



[illegible]



The Pittsburgh Atari Computer Enthusiasts (P.A.C.E.) is the largest Atari Users Group in the Pittsburgh area and was founded in August, 1981 to help Atari computer users. P.A.C.E., a non-profit organization, has members in and around the greater Pittsburgh area and all over the country.

We meet once every month at the Green Tree Marriott Hotel, usually on the second Monday of the month, at 7:00 p.m. At the meetings we discuss subjects ranging from new products being introduced to new uses for old products. Members are encouraged to raise any problems they may be having (to which solutions are often found!), and to inform the others of any new discovery they may have made. The meetings are often lively and entertaining as well as educational. Typically, the presentations and demonstrations at the monthly meetings are provided by our members willing to share their experiences, however, sometimes we have representatives from companies that provide products and services applicable to the Atari Computer.

In addition to the regular monthly meeting the ST Special Interest Group (ST SIG) meets monthly to exchange information, ideas and public domain software specifically relating to the new Atari 520ST and 1040ST computers. P.A.C.E. periodically holds classes on various subjects ranging from language tutorials to assistance in the operation of various pieces of Atari related hardware and software. In addition, when we identify products of interest to many of our members we may negotiate a group purchase to pass on the lower cost to our members.

In addition to monthly meetings at the Green Tree Marriott, P.A.C.E. also sends out monthly newsletters to its members, other users groups across the country, and various magazines and manufacturers of Atari-compatible software and hardware. These newsletters contain news, reviews, and help with problems our members are having. Keeping PACE is considered to be one of the better newsletters in the national users group community.

We also maintain, on a 24 hour a day basis, an electronic Bulletin Board System (BBS) open to all. This Bulletin Board is accessible to 300 or 1200 baud modems, at 412-963-1355. In addition to up-to-date "Bulletins", the P.A.C.E. BBS also has user to user messages and a large selection of Public Domain software developed by our members and those of other user groups for the Atari computers.

The programs available on the BBS are just part of the Library of public programs the club has. Numbered (conservatively) at over 1000 different programs, this library contains games, word processors, communications programs, and various utilities and documentation files. Available to members at the meetings for a nominal fee, this software has helped many members since these programs range from small, simple utilities to full power programs that rival commercial software in their abilities, but not their cost.

We invite you to learn more about us. Feel free to drop by one of our meetings. If you would like further information about the club, or a complimentary newsletter, you can call our Bulletin Board and leave a message or write to P.A.C.E. at the following address:

Keeping PACE/P.A.C.E. (C) PACE 1986

---

ADDRESS ALL CORRESPONDENCE TO : PACE - P.O. Box 13435 - Pittsburgh, PA 15243

---

P.A.C.E. Membership Application:

\$20.00 fee enclosed

Name \_\_\_\_\_  
( last ) ( first ) ( initial )

Street \_\_\_\_\_ Area \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Home Phone \_\_\_\_\_ - \_\_\_\_\_ Work \_\_\_\_\_ - \_\_\_\_\_ - \_\_\_\_\_ Ext. \_\_\_\_\_

Compuserve ID: \_\_\_\_\_ Source ID: \_\_\_\_\_ Other: \_\_\_\_\_

Computer: \_\_\_\_\_ 8-Bit \_\_\_\_\_ or 16-Bit \_\_\_\_\_

Primary Interest: \_\_\_\_\_

Suggestions: \_\_\_\_\_

I can help with... \_\_\_\_\_

---

Keeping PACE/P.A.C.E. (C) PACE 1986

---



Opinions expressed in this publication are those of the individual author and do not necessarily represent or reflect the opinions of Pittsburgh Atari Computer Enthusiasts or its officers. Also, some of the material contained herein has been taken from Bulletin Boards across the country and should not be construed as fact. PACE assumes no responsibility for claims made by its advertisers nor for unfilled orders or unsatisfactory merchandise. However, we will try to inform our readers regarding any complaints or compliments.

PIRACY WILL NOT BE TOLERATED at the group meetings nor any gathering of P.A.C.E. or on the P.A.C.E. Bulletin Board.

The material contained in Keeping P.A.C.E. may be reprinted provided that credit is given to the author and to The Pittsburgh Atari Computer Enthusiasts (P.A.C.E.). This newsletter is sent, once a month, to paid members of P.A.C.E. and to other User Groups on an exchange basis.

P.A.C.E. is NOT affiliated with Atari, Inc. All references to Atari products are trademarked and should be so noted.

Please address all correspondence to:

P.A.C.E.  
P.O. Box 13435  
Pittsburgh, PA 15243

Please check your mailing label to determine whether your membership is about to expire, so that you can renew your membership and avoid any interruption in receiving your newsletter.

DATED MATERIAL

DO NOT DELAY

P.A.C.E.  
P.O. Box 13435  
Pittsburgh, PA 15243

BULK RATE POSTAGE PAID PERMIT NO 31 Bridgeville, PA 15017
---

SAN LEANDRO ATARI COMPUTER CLUB  
P.O. BOX 1506  
SAN LEANDRO CA 94577-0374